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Nikkatsu Embarks On Reconstruction

Nikkatsu Corp., Tokyo, received approval of its rehabilitation plan by the Tokyo District Court on September 27 and has begun its management reconstruction strategy. After entrusting Nikkatsu's capital to zero, Nanco invested ¥1,000 million and Nikkatsu became Nanco's wholly-owned subsidiary with Masaya Nakamura, Nanco's president, also assuming office as president, provided that Nikkatsu's settlement of accounts not be included in Nanco's consolidating accounts for at least five years.

Nanco is Japan's oldest movie company established in 1912. However, ever, along with the decline of the movie business and hit the collapse of the telephoto industry, it went bankrupt in June 1995, together with its five subsidiaries. To propose the corporate reorganization plan, Masaya Nakamura was elected a trustee in September 1993. Then, after about three years, the rehabilitation plan was finally drafted and received approval as a result, the six subsidiaries were absorbed into two companies with $16,950 million, with an additional $20,299 million, to be paid back in 15 years. Their capital will also be totally disbursed with $3,000 million in new funds being invested by Nanco and another $2,000 million being additionally invested within 10 years. In addition to Nanco, wa}hiko Nakamura, managing director of Nanco, also assumed office as vice president, Tatsuo Katsumi, managing director of Nanco, also assumed office as subsidiary director.

Nanco states, with about 400 employees, Masaya Nakamura, who returned to Nanco in 2017, said that Nikkatsu had a lot of experience in the game industry, and that they would continue to support Nanco in the future.

Taito Ships “Media Box” With Web Net

Taito Corp., Tokyo, and Kyocera Multimedia Co., Tokyo, announced that they will ship “Media Box” on October 10, in a successor to the “X-55”, which was released on November 9, 1997, at ¥81,800 in October 1995, and now ¥128,000. More than 100,000 units have so far been shipped. However, this is only 10% of the sales units announced in the original marketing plan (one million units). Therefore, they decided to effect a drastic ¥25,000 cut in price by renewing the model without changing the basic specifications for “X-55.” In addition to the conventional services such as communication services and video games, an Internet service will be newly added from December. In order to enjoy the Internet with “X-55” or “Media Box,” the user has only to select “Internet” from the main screen, and its use in the case of communication is easy. The special browser is downloaded from the database. It is not necessary to sign a contract with a network service provider.

Taito explained that, although it has limited “X-55” in home use, it has decided to sell “Media Box” as a wider client base by stressing its ability as a network service.

Game Machine

Title: AmusementPress, Inc.
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Date: 1996-11-18

Sega Enters Digital Camera Biz

Sega Enterprises Ltd., Tokyo, announced on September 11 that it developed the digital camera called "DIGIO" and will release it at ¥29,900 at the end of November. Sega explains that this is a step for widely expanding the scope of its applications, as it is also investing in the possibility of connecting the camera with the home video system "Sonicuru" or "Sega Sonic" and the game "Pirates Club."

Developed from Sega’s digital imaging processing technology, "DIGIO" is priced at a new $25,000 camera, which is also part of the most popular digital camera type among the约40,000 on the present digital camera market. Sega also intends to release the digital image scanning machine "Picture Magic," in December and also release peripheral products such as Sega’s digital imaging processing technology, "DIGIO" is a digital camera with a 250,000 pixels, and also includes Toshiba’s " unions", "Sonicuru", or "Sega Sonic" and the game "Pirates Club.

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Kaneko Unveils 32-Bit “Super Nova System”

Kaneko Co., Ltd., Tokyo, unveiled on September 12 a new system board, “Super Nova System” with Sega’s Genesis, which is a new version of its first software title, “Video Panic 4.” The cartridge-like game software for opera is priced at ¥8,900 and the mother board shipped as a set is ¥90,000. It is claimed to be the largest advantage of the new system.

According to Kaneko, “Super Nova System” is expected to be sold in 100,000 units within the first year of its launch, and to have a competitive advantage over Sega’s Genesis. The company will also release a new game system “Nova System” later this year.

"Kotobu Park" To Become New Theme Park

The movie store “Tei Unuma Imaginarium” known as “Kotobu Park” announced on September 20 that it will open a new department store on the second floor of the building “Pulio” with a target opening date of March 1997. Since 1975 Kyoto Studio Park has been opened to the public. As one of the first theme parks, it was once visited by 2.6 million people at its peak. In 1995, however, the number of visitors decreased to 1.8 million. Hence the decision to open a new theme park for people of all ages.

The current project will require the largest investment in the park since its opening.

"Pulio is installed near the front entrance and 9,000 m² in total area. On the second floor Tofu’s dark ride, motion simulations imported by Imagi- ne Japan and other attractions are planned. Since visitors can enjoy not only viewing the actual studio scenes but also many-themed, imaginative, Tei is expected the number of visitors to start from the beginning.

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